

SYMBOLGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		MIL00-38A	
ORIGINATOR	SPONSOR	DATE RECEIVED	DATE OF ACTION
PM FATDS	ARMY	August 6, 2001	July 24, 2003
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, ZONE OF RESPONSIBILITY (ZOR), CIRCULAR			
SUGGESTED CHANGE			
<p>The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.</p> <ol style="list-style-type: none"> 1. The purpose of the Zone of Responsibility (ZOR), Circular symbol is to graphically display to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP) an enclosed area of the battlefield that is controlled by a specific unit, from a fire support perspective. 2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Areas" hierarchy, 2.X.4.3, figure B-17, and table B-IV. 			
OVERVIEW			
<p>Currently, the standard does not contain a symbol depicting Zones of Responsibility (ZOR), Circular. The purpose of the Zone of Responsibility, Circular symbol is to graphically display to commanders and operators the geometry used within the fire support system to designate an enclosed area of the battlefield that is controlled by a specific unit (from a fire support perspective), usually a maneuver Fire Support Element. Incorporation into MIL STD 2525B, which will be used in JMTK and GSD, will allow the symbols to be transmitted/received by all battlefield systems. The Zone of Responsibility, Circular is a required symbol for use in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of Zone of Responsibility, Circular for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.</p>			
OPERATIONAL DESCRIPTION			
<p>In general, the Zone of Responsibility, Circular symbol is used within the fire support system to designate an enclosed area of the battlefield that is controlled by a specific unit (from a fire support perspective), usually a maneuver Fire Support Element. One (1) point location and a radius defined in meters are required to graphically display a Zone of Responsibility, Circular. The minimum information required to interoperate with another is defined below.</p>			
IMPLEMENTATION			
<p>Description: Fire Support, Areas, Target Acquisition Zones, Zone of Responsibility (ZOR), Circular</p>			
<p>Parameters:</p> <ol style="list-style-type: none"> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable. 			
<p>Fixed/Dynamic: Dynamic</p>			
<p>Hierarchy: 2.X.4.3.3.7.3</p>			
<p>Symbol ID: G*F*AZZC--****X</p>			

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<div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;"> <p><u>Tactical Graphic:</u></p> </div> <div style="text-align: center;"> <p><u>Example:</u></p> </div> </div>			
JIEO ANALYSIS			
See JIEO ANALYSIS MIL00-38A.doc			
C/S/A COMMENTS			
DECISION NOTICE			
Approved at SSMC 2-03.			

Attachment A

Tasks:

1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

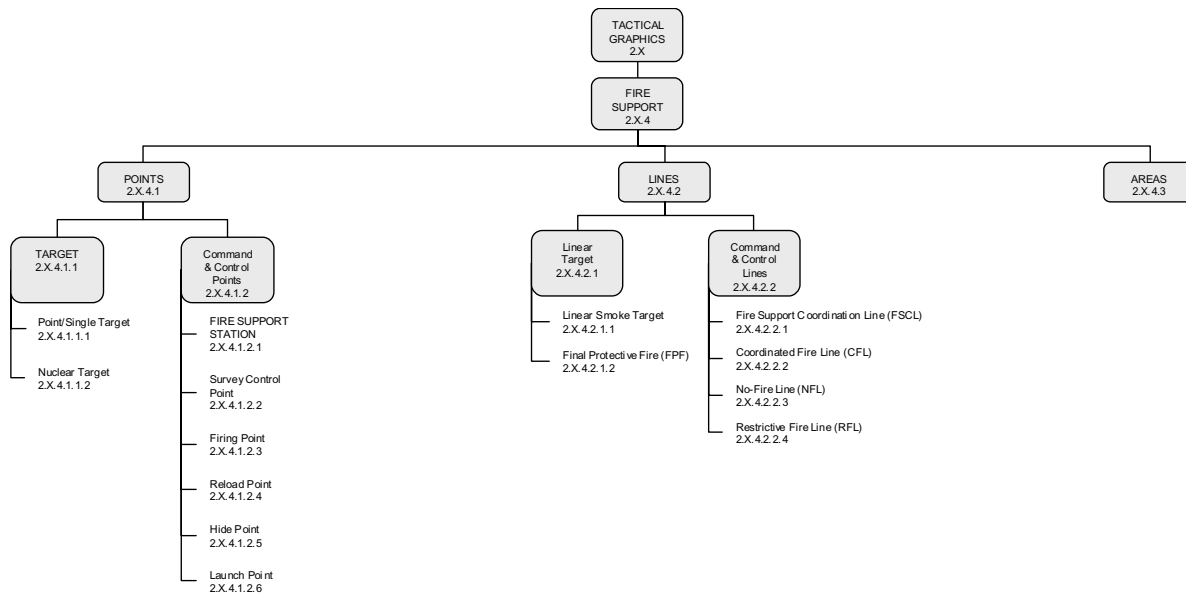


Figure B-17.1. Fire Support.

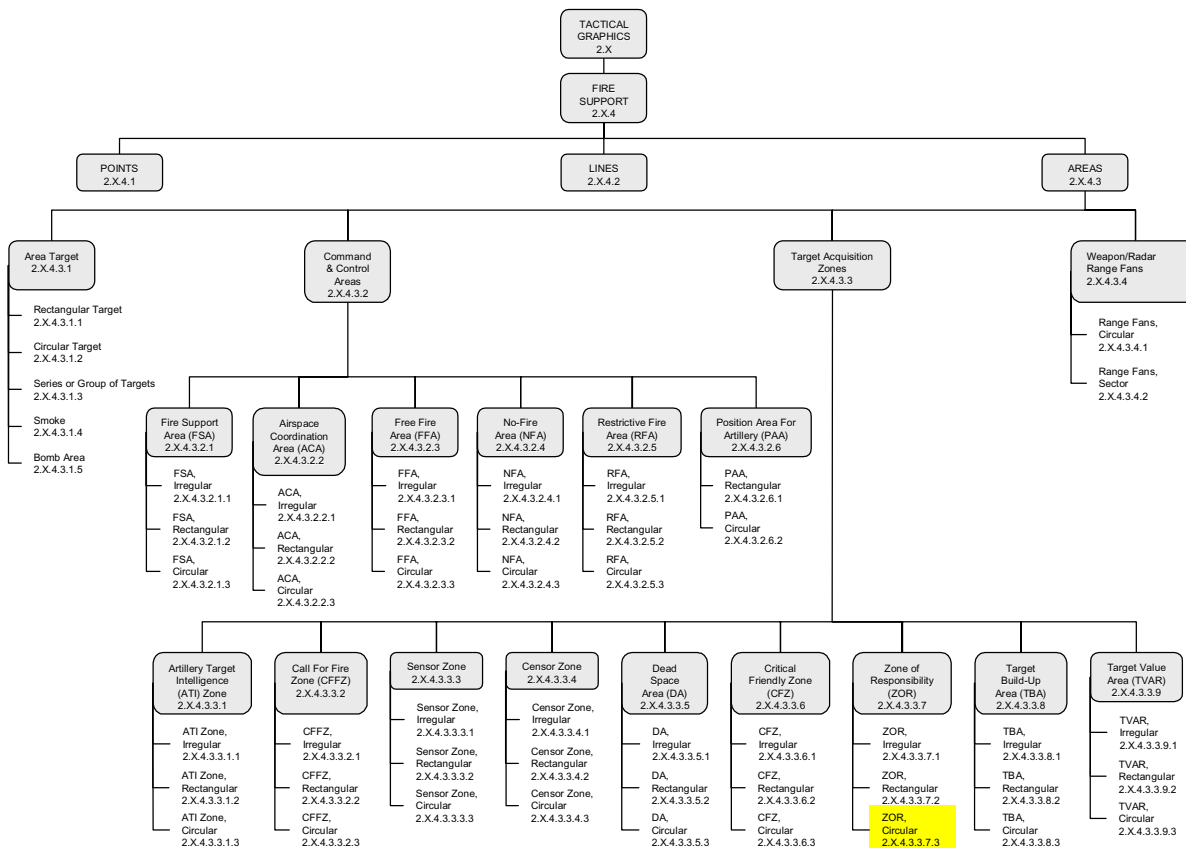


Figure B-17.2. Fire support.

Attachment A

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X	POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	**	X	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	**	X	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	**	X	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	**	X	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	**	X	LAUNCH POINT
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LT	--	--	**	**	X	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	**	X	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	--	--	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	C-	--	**	**	X	CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	R-	--	**	**	X	RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	**	X	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	**	X	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC	SI	--	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC	SR	--	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.1.3	G	*	F	*	AC	SC	--	**	**	X	FIRE SUPPORT AREA (FSA), CIRCULAR
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC	AI	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC	AR	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.2.3	G	*	F	*	AC	AC	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), CIRCULAR
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC	FI	--	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC	FR	--	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.3.3	G	*	F	*	AC	FC	--	**	**	X	FREE FIRE AREA (FFA), CIRCULAR
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC	NI	--	**	**	X	NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC	NR	--	**	**	X	NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.4.3	G	*	F	*	AC	NC	--	**	**	X	NO-FIRE AREA (NFA), CIRCULAR

Attachment A

DESCRIPTION	ORDER OF BATTLE	COUNTRY CODE	SIZE/MOBILITY	FUNCTION ID	STATUS	CATEGORY	AFFILIATION	CODE SCHEME	HIERARCHY
RESTRICTIVE FIRE AREA (RFA)	X	**	**	AC R- --	*	F	*	G	2.X.4.3.2.5
RESTRICTIVE FIRE AREA (RFA), IRREGULAR	X	**	**	AC RI --	*	F	*	G	2.X.4.3.2.5.1
RESTRICTIVE FIRE AREA (RFA), RECTANGULAR	X	**	**	AC RR --	*	F	*	G	2.X.4.3.2.5.2
RESTRICTIVE FIRE AREA (RFA), CIRCULAR	X	**	**	AC RC --	*	F	*	G	2.X.4.3.2.5.3
POSITION AREA FOR ARTILLERY (PAA)	X	**	**	AC P- --	*	F	*	G	2.X.4.3.2.6
POSITION AREA FOR ARTILLERY (PAA), IRREGULAR	X	**	**	AC PI --	*	F	*	G	2.X.4.3.2.6.1
POSITION AREA FOR ARTILLERY (PAA), CIRCULAR	X	**	**	AC PC --	*	F	*	G	2.X.4.3.2.6.2
TARGET ACQUISITION ZONES	X	**	**	AZ -- --	*	F	*	G	2.X.4.3.3
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE	X	**	**	AZ I- --	*	F	*	G	2.X.4.3.3.1
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR	X	**	**	AZ II --	*	F	*	G	2.X.4.3.3.1.1
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR	X	**	**	AZ IR --	*	F	*	G	2.X.4.3.3.1.2
ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, CIRCULAR	X	**	**	AZ IC --	*	F	*	G	2.X.4.3.3.1.3
CALL FOR FIRE ZONE (CFFZ)	X	**	**	AZ X- --	*	F	*	G	2.X.4.3.3.2
CALL FOR FIRE ZONE (CFFZ), IRREGULAR	X	**	**	AZ XI --	*	F	*	G	2.X.4.3.3.2.1
CALL FOR FIRE ZONE (CFFZ), RECTANGULAR	X	**	**	AZ XR --	*	F	*	G	2.X.4.3.3.2.2
CALL FOR FIRE ZONE (CFFZ), CIRCULAR	X	**	**	AZ XC --	*	F	*	G	2.X.4.3.3.2.3
SENSOR ZONE	X	**	**	AZ S- --	*	F	*	G	2.X.4.3.3.3
SENSOR ZONE, IRREGULAR	X	**	**	AZ SI --	*	F	*	G	2.X.4.3.3.3.1
SENSOR ZONE, RECTANGULAR	X	**	**	AZ SR --	*	F	*	G	2.X.4.3.3.3.2
SENSOR ZONE, CIRCULAR	X	**	**	AZ SC --	*	F	*	G	2.X.4.3.3.3.3
CENSOR ZONE	X	**	**	AZ C- --	*	F	*	G	2.X.4.3.3.4
CENSOR ZONE, IRREGULAR	X	**	**	AZ CI --	*	F	*	G	2.X.4.3.3.4.1
CENSOR ZONE, RECTANGULAR	X	**	**	AZ CR --	*	F	*	G	2.X.4.3.3.4.2
CENSOR ZONE, CIRCULAR	X	**	**	AZ CC --	*	F	*	G	2.X.4.3.3.4.3
DEAD SPACE AREA (DA)	X	**	**	AZ D- --	*	F	*	G	2.X.4.3.3.5
DEAD SPACE AREA (DA), IRREGULAR	X	**	**	AZ DI --	*	F	*	G	2.X.4.3.3.5.1
DEAD SPACE AREA (DA), RECTANGULAR	X	**	**	AZ DR --	*	F	*	G	2.X.4.3.3.5.2
DEAD SPACE AREA (DA), CIRCULAR	X	**	**	AZ DC --	*	F	*	G	2.X.4.3.3.5.3
CRITICAL FRIENDLY ZONE (CFZ)	X	**	**	AZ F- --	*	F	*	G	2.X.4.3.3.6
CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR	X	**	**	AZ FI --	*	F	*	G	2.X.4.3.3.6.1
CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR	X	**	**	AZ FR --	*	F	*	G	2.X.4.3.3.6.2
CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR	X	**	**	AZ FC --	*	F	*	G	2.X.4.3.3.6.3
ZONE OF RESPONSIBILITY (ZOR)	X	**	**	AZ Z- --	*	F	*	G	2.X.4.3.3.7
ZONE OF RESPONSIBILITY (ZOR), IRREGULAR	X	**	**	AZ ZI --	*	F	*	G	2.X.4.3.3.7.1
ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR	X	**	**	AZ ZR --	*	F	*	G	2.X.4.3.3.7.2
ZONE OF RESPONSIBILITY (ZOR), CIRCULAR	X	**	**	AZ ZC --	*	F	*	G	2.X.4.3.3.7.3
TARGET BUILD-UP AREA (TBA)	X	**	**	AZ B- --	*	F	*	G	2.X.4.3.3.8
TARGET BUILD-UP AREA (TBA), IRREGULAR	X	**	**	AZ BI --	*	F	*	G	2.X.4.3.3.8.1
TARGET BUILD-UP AREA (TBA), RECTANGULAR	X	**	**	AZ BR --	*	F	*	G	2.X.4.3.3.8.2
TARGET BUILD-UP AREA (TBA), CIRCULAR	X	**	**	AZ BC --	*	F	*	G	2.X.4.3.3.8.3
TARGET VALUE AREA (TVAR)	X	**	**	AZ V- --	*	F	*	G	2.X.4.3.3.9
TARGET VALUE AREA (TVAR), IRREGULAR	X	**	**	AZ VI --	*	F	*	G	2.X.4.3.3.9.1
TARGET VALUE AREA (TVAR), RECTANGULAR	X	**	**	AZ VR --	*	F	*	G	2.X.4.3.3.9.2
TARGET VALUE AREA (TVAR), CIRCULAR	X	**	**	AZ VC --	*	F	*	G	2.X.4.3.3.9.3
WEAPON/RADAR RANGE FAN	X	**	**	AX -- --	*	F	*	G	2.X.4.3.4
WEAPON/RADAR RANGE FAN, CIRCULAR	X	**	**	AX C- --	*	F	*	G	2.X.4.3.4.1
WEAPON/RADAR RANGE FAN, SECTOR	X	**	**	AX S- --	*	F	*	G	2.X.4.3.4.2

Attachment A

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR)	N/A	2.X.4.3.3.7	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR) IRREGULAR <u>Parameters</u> 1. Anchor points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape. 2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area. 3. Orientation. Not applicable.	D	2.X.4.3.3.7.1	
		G*FPAZZI-- ****X	
		Example	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR) RECTANGULAR <u>Parameters</u> 1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle. 2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle. Shape: Rectangle. The information fields should be moveable and scaleable. 3. Orientation. As determined by the anchor points.	D	2.X.4.3.3.7.2	
		G*FPAZZR-- ****X	
		Example	

Attachment A

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	
FIRE SUPPORT AREAS TARGET ACQUISITION ZONES ZONE OF RESPONSIBILITY (ZOR) CIRCULAR <u>Parameters</u> 1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic. 2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle. 3. Orientation. Not applicable.	D	2.X.4.3.3.7.3	<p>A circle representing a Zone of Responsibility (ZOR). To the left of the circle are two stacked boxes labeled 'W' and 'W1'. Inside the circle, near the bottom left, is a box labeled 'T'. The word 'ZOR' is centered at the top of the circle. A line with an arrow points from the center of the circle to the right, labeled 'RADIUS (m)'. At the end of this line is a point labeled 'PT. 1'.</p>
		G*FPAZZC-- ****X	
		Example	<p>A circle representing a Zone of Responsibility (ZOR). The text 'ZOR' is centered at the top, and '3BDE 4ID' is centered below it.</p>